GLOOMHAVEN

FAQ

General Scenario Game Play

Abilities - Skipping, Order, Timing and Separate/Attached

Can I choose to not perform specific parts of an action and what is considered a negative effect?

You may not skip the following abilities/effects:

- Negative effects: Effects that when performed will (not may) reduce hit points, lose cards, or apply a negative condition to yourself or an ally.
- Stand alone infusions (i.e. not attached to a specific ability). Note that infusions gained from modifier cards are considered attached to the attack so they can be skipped. Also, for characters, at least one ability on the action must be performed in order to gain the standalone Infusion. This is not true for monsters, they cannot skip abilities and do perform their infusion even if they can't perform another ability during their action.
- XP granting abilities, whether standalone or attached to another ability. If standalone, at least one ability on the action must be performed in order to gain the XP.
- +/- X ability adjustments from modifier cards.
- Individual targets of an AoE attack - if you do the attack, all eligible targets in the area must be attacked. Note that Add Target and Target X are not AoE abilities and can be skipped. For Target X, you may attack less than X targets.
- Charges and their effects of a multi-use item or ability if the triggering conditions have been met

You may skip any other ability or effect, including some or all effects attached to an attack but you must chose to do so BEFORE drawing an attack modifier card. In the case of a skippable effect attached to a multi-target attack (like an AoE with a Push), you may skip the effect on an attack-by-attack bases unless the card states the effect applies to all targets (or something similar). Some modifier cards have their own attack effects and you can choose to apply them after you draw if they qualify as optional effects.

Can I change the order of the abilities in an Action?
No, any abilities that you choose not to skip must be performed in the order listed in the card

Are separate attacks from an ability (like an AoE) resolved separately or simultaneously?
They are resolved separately in any order the player wishes. Separate attack abilities in the same attack action are resolved in the sequence they are written. No attacks are resolved simultaneously. You resolve one attack, including any additional effects of the attack like push/pull or retaliation, then resolve the next attack.

When an ability says "Do X to get Y", do I get Y, regardless of the results of X?
X and Y happen simultaneously so you always get Y. However, you may still not be able to benefit from Y if X causes you to be exhausted and Y is an effect contingent upon you doing something after your are exhausted (like resolving an attack or moving).

When an ability has a conditional bonus (like Move 4, Add +2 move if X is true) when is the condition evaluated?
The condition is evaluated before you perform the ability. So if during the move something negates X, you still get the +2 move bonus.

When are abilities that say "on your next attack action" (and similar) actually triggered?
They trigger after declaring the target of the first attack but before drawing the modifier card.

If a card or item grants an extra action that happens at the end of the turn, when exactly does it occur with respect to other end-of-turn activities?
The extra action occurs before other end-of-turn activities. Think of it as a third action performed after your normal two actions.

If two effects are both supposed to happen at the beginning of a turn (such as a wound and a beginning of turn heal), which happens first?
Players decide.

How do I know if an ability/effect is attached to the prior ability or is a separate ability?

- Abilities with large fonts are considered separate abilities
- Due to card size constraints, sometimes a separate ability will have smaller font. However, these will have more spacing between them to denote they are separate abilities.
- An ability/effect that references the preceding ability is attached to that ability and will typically be printed with small font.

Below are examples of attached and separate abilities

Bottom: Move and attack are two separate abilities

Bottom: Move and push are two separate abilities

Bottom: Move and damage are two separate abilities

Top: The augment and the attack are two separate abilities

Top: This is all one ability

Top: This is all one ability

Top: This is all one ability

All abilities are separate

Ability +X vs Ability X Cards

What is the difference between "Ability +X" vs "Ability X"?
"Ability +X" makes an adjustment to an existing ability while "Ability X" grants the figure a new ability.

Active Area, Card Recovery, Discarded Cards, Losing Cards

If I play a card for its basic action, but the corresponding action on the card has the lose symbol, do I still lose the card?
No, only if you perform that specific action text does the lose symbol take effect.

If I recover cards during my second action, can I recover the card I just played with my first action?
Yes. As soon as a card is used, it is placed in the appropriate pile, so if your first card played is lost, you could recover it with your second card if it allows for such.

What is the designation of cards in my active area? Are they considered in my hand or in their own class or what?
Cards in your active area MAY be moved to the discard or lost pile (depending on their symbol or the symbol of the action which placed them there) at any time and in order to meet game requirements, so you can think of them as already discarded or lost. When you recover discard cards (by resting, for example) or lost cards (through special actions), you have the choice of picking up corresponding cards in your active area OR leaving them in play. Discardable cards in the active area may be lost to negate damage (technically moving them to the discard pile first). Cards in the active area are not considered to be in your hand. When evaluating battle goals at the end of a scenario, the cards are considered discarded or lost.

If a card has the lost symbol, do I have to perform all abilities on the card to lose it?
No, performing any ability on the card causes you to lose the card. However, you do not lose the card if you play it as a basic Attack2 / Move2. You must perform some ability of the action to actually lose the card

Can you lose cards to resolve damage prior to using defense abilities or items?
Yes

Do persistent cards that trigger "at the end of your next X turns" also trigger at the end of the current turn?
Yes.

When are abilities from Active Bonus cards granted?
Active bonus abililties (like shield, retaliate, +X Attack, abilities from consumed charges on the card, etc.) are granted when the card is played and while the card is in the active area - and only if the requirements for the ability/effect are met. Other abilities listed on the card that aren't active bonus abilities are granted when the card is played. For example, Mindthief's Feedback Loop grants an Attack 1, Shield (if the Attack is made) and XP when played. However, only the shield can be triggered again (when an attack is made) while the card is in the active area.

If my leading card is revealed at the start of a round, when exactly is my second card revealed?
They are both revealed at the start of the round, just put your leading card on top. Once everyone has chosen their cards and revealed them, both of each player's cards are open information.

Advantage/Disadvantage

If I have advantage or disadvantage, how do I determine whether one attack modifier card is better or worse in the case of effects on the card beyond the typical +/- modifiers? How do I know when a comparison of the cards is mathematically ambiguous?
All effects listed on the card (negative conditions, elements, healing, etc.) have a positive but undefined value. Note that only the values and effects as listed on the cards and the attack's value (used for the 2x modifier) are considered when doing a comparison. This includes any listed bonuses on the cards that are in effect for the attack, such as from a performed elemental consumption. No other game effects or conditions should be considered (like poison, wound or item effects). Thus, these would be the rulings in the following cases:

- 2x and Attack 2 vs +2: Ambiguous (2 x 2 = 2 + 2)
- 2x and Attack 2 vs +1: 2x is better (2 x 2 > 2 + 1)
- 2x and Attack 1 + 1 from consumption vs +1: 2x is better (2 x 2 > 2 + 1)
- +1 vs +2: +2 is better
- +1 Stun vs +1: +1 Stun is better
- +0 Stun vs +2: Ambiguous
- +1 Stun vs +1 Fire: Ambiguous
- +0 Muddle vs +2 Stun: Ambiguous

Allies

Am I an ally of myself?
No.

Do allied monsters count towards battle goals or personal goals?
No

Do allied monsters drop loot?
No

Ambiguous or Tied Situations

In cases of ambiguity where players decide the outcome, how should the players decide? Should they do what is best for themselves or worst for themselves?
It is up to you. That is why you are deciding. It is assumed that you would decide whatever is best for you, but, again, it is up to you. Note that ambiguity with respect to attack modifier cards drawn for advantage/disadvantage are not decided by the players - the rule book states how to resolve that (use the first drawn card).

Advantage/Disadvantage

Is there any difference between an attack effect (elemental infusion, negative condition, etc.) caused by attack modifier, an item card, or one printed on the ability card itself?
No, whether an attack effect is added by a modifier card, an item card or the ability card itself, it functions exactly the same.

Is it ever possible to do damage with an attack after the "no damage" attack modifier card or Curse card takes effect?
No. If this card is applied to your attack, you do no attack damage with the attack under any circumstances. Note that additional effects, including non-attack damage ones, still take place.

What damaging effects are modified by attack modifier cards?
Only attacks (specified by the "Attack" keyword) are modified by attack modifier cards. Traps, hazardous terrain, retaliate, wound, and any "suffer X damage" text do not cause attack modifier cards to be drawn.

Battle Goals

Does becoming exhausted from lack of cards affect my hit points in any way for the purposes of the "Fast Healer" and "Masochist" battle goals?
No, you can still achieve those battle goals after being exhausted if your hit points were in the correct range when you were exhausted.

Do allied monsters count towards battle goals?
No

Scenario Setup

What is the exact order of my choices at the beginning of a scenario in terms of battle goals, ability cards, and equipped items?
The first thing you should do when starting a scenario (after going through a Road Event when applicable), is look in the scenario book to get the map tiles set up, all the monsters you will be fighting prepared, and apply any scenario effects. Next, you should deal battle goals and choose one. After choosing your battle goals, then you can decided which items you would like to equip from the ones you own (adding in -1 cards to you attack modifier deck when applicable) and which ability cards you would like to start with from the pool of those you have available to you.

What exactly do you place on the map when you first setup a scenario?
When setting up, you place all the map tiles, all the doors, all corridor tiles, all the story point markers (1, 2, 3, etc.) and all objective tokens (a, b, c, etc.) and reveal the first room. When you reveal a room, you place everything in it.

What is open information and what is hidden information to the party when setting up the map for a scenario?
The intent and recommendation is that you try to only look at the contents of the first room (except for doors, story point markers and objective tokens). However, since all the contents of the map had to be fully displayed in the scenario book, it is technically open information. Obviously the scenario will be easier if you choose to examine all the contents before hand.

Damage

Does overkill damage (damage past 0 HP) count for abilities that depend on the amount of damage "inflicted" or "suffered"?
Yes.

Doors and Doorways

If you are standing in a doorway between two rooms, are you considered within both rooms, within neither room, or you choose one? What if the doorway is between two tiles?
You are in a doorway - you are in neither room nor tile. Note that if two tiles are connected by a corridor token, it is considered one large room but you are still in neither tile.

If a monster drops a money token on a doorway and then the door closes, what happens to the money token?
The money token is removed from the board.

What happens if a monster is on a doorway and the door closes?
The monster suffers trap damage and is then placed in the nearest unoccupied hex (players decide ties).

Does each door token of a double door have to be opened one at a time?
Yes

Exhaustion

Should curses and blesses be removed from a player's modifier deck immediately when becoming exhausted so that other players and monsters can use them?
As per the rules, they are not removed until the end of the scenario.

Initiative

If a character has initiative 99 and another is doing a long rest (which is treated as initiative 99), which one goes first in the round?
The character doing the long rest goes later.

Item Use

What exactly is considered using an item for the purposes of battle goals?
Any instance of you applying the effects of an item card to a situation is considered a use.

When exactly can I use an item? Can I use it in the middle of a movement or other ability? Can I use items outside of my turn?
Items are only used during your turn unless it is used as a reaction to an enemy (as per its wording) or during a granted out-of-turn ability if the ability matches the item's restrictions. Note that wording like "add +X to the entire attack action" on an item expands the item's scope - it isn't a restriction that the item can only be used during full actions.

During your turn you can use an item at any time, including but not limited to: during a movement, after consuming an element and gaining its effects during attack resolution, between attacks of multi-target/AoE attack action, or after you have taken all your actions - with the following restrictions:

- Must meet all restrictions listed on the card
- If an item affects an attack (e.g. adds a bonus, an effect, advantage or disadvantage), it has to be used before an attack modifier is drawn
- If an item grants an action, it cannot be used in the middle of another action
- An item cannot be used before/during "start of turn" effects nor after/during "end of turn" effects. Note that if an item (or other effect) grants an extra action "at the end of your turn", that effectively extends the turn so items can be used during that extra action.

Is there any limitation to the number of items I can use on my turn or even during the same ability?
No.

When do equipped items become active?
Equipped items are active from the beginning of the scenario, such that if an item reacts to an enemy's actions, it does so immediately.

Is the use of an item card mandatory?
The use of items with charges is mandatory if it's conditions are met
The use of items with passive effects is mandatory.
All other uses of items are optional

Item cards with circles to track multiple uses act exactly like persistent ability cards, in that if the situation applies, you must use the item in reaction and lose a charge. Additionally, it should be noted that if the card has a spent icon in the lower right corner, it is not technically spent until all charges have been lost, and so cannot be refreshed through resting or other abilities until all charges have been used.

If an item says it is used on the next "source of damage", does that include when the damage is 0?
No.

If you have one item that prevents the use of another (like an item A that can only be used on a single target attack and another item B that adds a target to the attack), can you play both items by playing A first?
Yes. You can play items in what ever order you chose as long as their conditions are met at the time you play them.

If an item states its effect applies to a single attack and that attack is then turned into a multi-target attack, does the item's effect apply to the extra new attacks?
No.

If a modifier card allows you to refresh an item, can you refresh an item that is used in the middle of the attack or must the item have been used before the attack began?
You can refresh an item that was (or will be) used during the attack. Note that the rule that you can't use an item that affects an attack AFTER the modifier card is drawn still applies.

Kill Credit

If an enemy dies from trap damage, who gets credit for the kill?
The credit goes to whomever causes the trap to be sprung, not whomever made it. If the enemy moves onto a trap on its own, no one would get the credit.

If an enemy dies from WOUND, who gets credit for the kill?
No one.

Who gets credit for a mind controlled monster's kills?
No one

Who gets credit for a mind controlled ally's kills?
The ally

Line of Sight, Adjacency and Walls

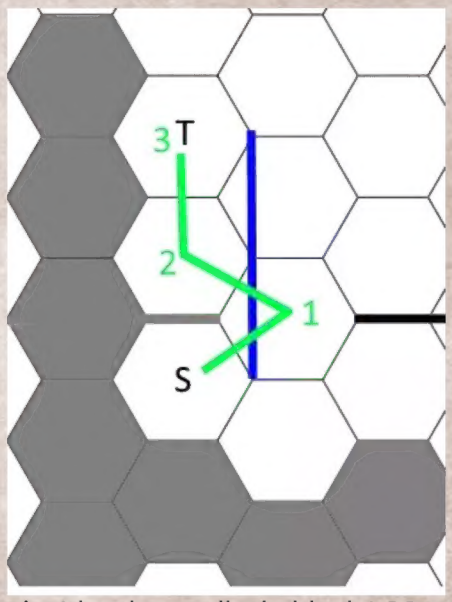
What blocks Line of sight?
Walls and closed doors are the only things that block Line of Sight

What are the line-of-sight rules?
Line-of-sight is necessary for all attacks (including every hex of an area attack) and all other abilities that specify a range (including looting, which technically has a range). Any non-attack ability that does not specify a range does not require line-of-sight.

Are there any adjacency restrictions on what I can target with a melee area attack (area attack containing a grey hex)?
The only restriction is that you have to have line of sight on a figure to target it with an attack. Other than that, if the hex is in the configuration shown on the card, you can attack it.

What exactly is considered a wall?
The edge of any map tile and the entire area of any partial hex along the edge are considered walls unless they are covered by a corridor tile. Doors are also considered walls when they are closed. Where the edge of a complete hex on a map tile comes up right to the edge of the tile, there is a dark border to remind you that a wall exists at that edge, though it does not technically begin (for cases of line-of-sight) until the edge. If two map tiles are set next to each other such that these dark edges line up (i.e. the border of the first and second room of the first scenario), the wall is considered to still be there as a one-dimensional line.

If an enemy is on the other side of this one-dimensional wall line from me, can I hit him with a melee attack?
Not with a non-AoE melee attack. All range, even range 1 melee attacks, can't be counted through walls. In fact, for all intents and purposes (including looting), these two hexes are not adjacent and considered two hexes apart. Note that AoE Melee attacks use their diagram (not adjacency) to determine if a target is in range. The following image shows the range in green (range 3) between a source and a target. The blue line shows their LOS.



Do the corners and edges of walls block LOS?
Yes, if the sight line touches any corner or edge of a wall, or any corner or edge of a hex that is considered a wall, LOS is blocked.

How does LOS work with destructible walls?
A destructible wall hex does not block LOS to itself. However, corners shared with other walls do block LOS to the wall hex. So a destructible wall cannot be targeted until at least one of its corners does not touch another wall and you have LOS to that corner.

If a figure is flying on top of something (like an obstacle), are they considered adjacent to it?
No

Obstacles

Are obstacles with hit points considered enemies? Can they be poisoned, wounded, etc.?
Obstacles with hit points are technically considered enemies for most ability purposes, but they are immune to all negative conditions, to force move abilities (like push/pull/teleport) and some special character specific abilities (see character specific FAQ entries)

Per the rules, obstacles cannot be placed if they block off an area of the map. How does this work with doors that may be opened in a future turn?
You may not block off a closed door unless there is an open path to the other side of it.

What about scenarios where parts of the map are blocked off from the start or become blocked off during play due to scenario instructions?
Treat each isolated section of the map separately for the purposes of this rule.

Are you allowed to create obstacles next to an area consisting only of obstacles (ex: several obstacles up against a wall)?
Yes, as long as you don't block off an open area.

Can you destroy or move an obstacle inside a group of existing obstacles if it creates a blocked-off area?
No

Open Information

Can I say X or Y at the beginning of the round when choosing my cards?
As long as you avoid specific numerical values and card titles, you can say whatever you want.

Resting

When I do a long rest, when do the effects (healing, getting your discards back, refreshing spent items) take place?
The effects from a long rest occur during your turn on initiative 99.

If I have zero cards in my hand and two cards in my discard, can I still long rest even though I will become exhausted at the beginning of the next round?
Absolutely. You can stick around for one more round as a meat shield. Also consider the following question.

If I long rest, do my summons still get a turn during the round?
Yes, they will act directly before your turn on initiative 99.

If I long rest, do I still technically have a turn for the round?
Yes, on initiative 99, you perform the effects of the long rest, and it is considered a turn, so you can still use items or do other things you would normally be able to do on your turn (unless you are stunned, in which case you are only allowed to perform the effects of the long rest).

Can you do a short rest in the last round of a scenario?
Yes.

Does a long rest cure WOUND and POISON? Does drinking a potion cure WOUND and POISON?
Yes, these are both considered "Heal" effects and thus interact with WOUND and POISON like other "Heal" abilities. Note that the WOUND damage would happen before the effects of the long rest, so you would still take a damage before it was cured.

Can I chose not to receive the heal or refresh items in a Long Rest?
Yes. The only thing you have to do in a long rest is lose a card from the discard pile and put the rest back into your hand.

Revealing Rooms

If a character becomes exhausted, and then I open a door to a new room, does the room populate based on the non-exhausted player count, or the original player count?
The player count that you started the scenario with.

Round Tracker

What is the round tracker for? Do I need to complete all scenarios within 12 turns?
No, the round tracker is only for specific scenarios. Unless the scenario has a specific reason for having you track rounds, don't worry about it.

Scenario Completion

What happens if we meet the scenario's goals but then the entire party gets exhausted during the round?
You lose the scenario

If a scenario is successfully completed, is there any penalty for being exhausted?
No, you earn everything that you would have earned if you hadn't become exhausted: completed battle goals, tallied money and experience, bonus completion experience, any rewards in the scenario book granted for completing the scenario like bonus gold or experience.

Do I regain all my hit points once a scenario is finished?
Yes.

Do BLESS and CURSE cards stay in my deck once a scenario is over?
No, Curse and Bless cards (including those purchased from the Sanctuary) and any -1 cards with a star in the corner should be removed from your deck at the end of a scenario.

Is it possible to prematurely fail a scenario to avoid death or wasting time?
Not technically, no, but if there are no monsters on the board and no more will be placed on the board without player action, then all players would be free to play out however many rounds it takes to exhaust themselves without danger. If all players agree, you can save yourself the time and call the scenario failed early.

If we fail a scenario, can we immediately retry it?
Yes, your party location is still considered to be at that scenario, so you can fully recover hit points, cards, etc. and immediately do the scenario again without doing a road event, or you can return to town or do another scenario, but that may necessitate a road event before starting a scenario depending on the linking rules.

Do I get the money and treasure tiles left on the ground when I finish a scenario?
No, all loot left on the ground is lost once the scenario is over. You have to pick it up during the scenario. If you want the treasure tiles that you weren't able to pick up, you will have to play through the scenario again.

Do I have to win a scenario to complete it?
Yes.

Scenario Completion

If I end my turn on a hex with hazardous terrain, do I take any additional damage?
No, you only take damage when you enter the hex.

Can I or one of my allies spring a trap that I lay? Can monsters spring their own traps?
Yes, traps have no memory once you place them. They become hazards for everyone.

If I lay a trap on an open door, and then the door closes because of a scenario rule, what happens to the trap?
It is removed from the board.

Are abilities that force move an enemy one or more hexes (Push/Pull and abilities that say "force move") affected by difficult terrain
No

What happens if a figure loses flying on top of a trap, hazardous terrain or terrain with special effects?
The trap or effect is triggered.

Do traps placed by monsters scale with the scenario level?
No

What happens if a flying figure is over a stun/immobilize trap and another figure attempts to move over that trap?
A figure cannot end their movement in the same hex as another figure so treat the flying figure as an obstacle when determining the non-flying figures movement.

Turn Scope

What exactly is the timing of a figure's turn?
A figure's turn starts when the previous figure ends their turn and ends when the next figure begins theirs.

Unoccupied vs. Empty Hex

Can you explain the difference between an unoccupied hex and an empty hex?
An unoccupied hex has no figures (monsters, characters or character summons) present. An empty hex has no figures, tokens (money or otherwise), or overlay tiles present except corridors, open doors, pressure plates and scenario aid tokens.

Player Abilities

Action, Attack Action, Attack, Attack Ability, Attack Effects, Targeted

What do those terms mean?
An ***action*** is the top half or bottom half of an ability card, or an item or persistent ability that specifically says it grants an "action". An out-of-turn ability (like move or attack) granted by another figure's ability is not an action unless the granting ability says "action".

An ***attack action*** is an action in which an attack is performed. It constitutes any and all attacks made with that specific action. If none of the attack abilities of an action are performed, it is not an attack action.

An ***ability*** is considered an attack ability if it has the word "attack" printed on the card.

An ***attack*** is a single attack on a single target that flips over a single attack modifier card. If your attack action is, say, "Attack 3," then there is only one attack in your attack action. If it is "Attack 2, Target 3," then your attack action consists of three separate attacks. If the action contains separate "attack" lines, all are part of the attack action. If the attack is an AoE, all attacks performed as part of the AoE are part of the attack action.

An ***attack effect*** is an effect attached to the attack. It is applied either during damage resolution or after the attack (see list below). If it happens after the attack, it is applied even if the attack does no damage, including due to the NULL or Curse cards. You must choose whether you will do an effect to an attack before you draw a modifier card. Some modifier cards have their own attack effects and you can choose to apply them after you draw if they qualify as optional effects. Attack effects except Add Target are applied before retaliate (Add Target grants a brand new attack and one attack must be resolved completely before another is performed). Some attacks have Abilities (like Heal) that aren't attack effects but that are still attached to the attack. These abilities are applied after the attack is completely resolved (after retaliate).

Attack Effects:
- +X (during damage resolution)
- Pierce (during damage resolution)
- Add Target (after the attack)
- Push/Pull (after attack)
- Conditions (after attack)
- Infusions (after attack)
- Conditional statements written in small font below the attack, like Cragheart's Heaving Swing (after attack)

An ability is considered ***targeted*** only if it says "Target" or "Attack"

If an ability allows me to "kill" an enemy, is that considered an attack?
No, unless the ability says "attack," it is not an attack.

What if I consume an element to turn an attack action into a kill action?
So long as you consume the element and trigger only the kill effect, the word "instead" negates the attack, and it is no longer an attack.

If I kill an enemy with my attack damage, can I still apply the effects of the attack on that enemy (i.e., curse, push, etc.)?
No, added attack effects are always applied after the damage. If you kill an enemy with the damage, then it is no longer around to be pushed onto a trap or cursed.

Are abilities that target a single figure with an attack but damage additional figures via other non-attack effects (like suffer damage) still considered single target attacks?
Yes.

Are multi-target attacks where there is only one current valid target or if there are current conditions that limit the attack to only one target considered single-target attacks?
No.

What exactly is considered a single-target Attack Action?
Any action in which only a single target could be attacked. This excludes actions with multiple separate attack abilities.

Are the same differentiations used when mitigating "damage from an attack" versus a "source of damage?"
Yes, when something reduces damage from an attack (namely, Shield), it is specifically referring to a figure making an "Attack" and flipping over an attack modifier card. If you are reducing or negating a "source of damage," that can be anything: attacks, traps, hazardous terrain, retaliate, wound, suffering damage from choosing a different card to lose when short resting, or any other "suffer X damage" text.

When do the effects of deaths (like moving Dooms) occur: immediately after the figure dies or after the action completes?
Effects of death occur immediately after the figure dies

If an Attack has an attached element consumption that grants an effect plus XP (ex: Consume Ice, Stun 1 XP) can you skip the effect and still get the XP? What if the monster dies as part of the Attack?
Before you attempt the attack, you chose whether to do the consumption as part of the attack. If you do, you also chose if you want to include the effect as part of the consumption. If you decide to consume the element, you will gain the XP (it is mandatory), even if the monster dies or you decided not to include the Stun.

If you choose to discard a card during your turn without using it as an action (basic or otherwise), it is still considered an action?
No

Granting Abilities/Actions

Is an ability that grants another figure an out-of-turn ability (like move or attack) considered an action for the recipient?
Only if the ability says "action"

Can figures without attacks be granted Attacks from ability cards and if so, which attack deck do they use?
Yes. They use the granting player's attack deck just for the duration of that attack.

Can a character doing a long rest be granted an action - like from an ability or an item?
Yes

Can you use an ability that grants a figure an immediate attack if the figure has no current valid targets just to gain XP from the ability?
No.

If a summon has a "-" for its move or attack, can I grant it move or attack actions, respectively?
It depends. The "-" means that it has no base for that stat. So you can't grant an "Attack +2" action to a summon with a "-", as that is a modifier to an undefined base, but you can grant it an "Attack 2" action, as that sets the base. The same applies to movement. Also note that summons (or monsters) with "-" movement can still be pushed and pulled.

If a summon/ally is granted an Attack X, which of it's base effects does it get to use? Does it keep its range?
Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

Can a figure still perform actions prevented by disarm, immobilize and stun even if those actions are granted to the figure outside their turn?
[Errata] No. The "on their turn" phrase listed in the condition section of the rule book should not be there.

If an ability optionally grants an ally an action/ability ("may move", "may heal", etc.), who chooses if the ally performs the ability/action if it is granted to an NPC or summons?
If granted to an NPC, the caster choses whether the NPC will do the ability. If granted to a summons, the owner of the summons choses.

Area of Effect Attacks

Can I hit my allies with area attacks?
No, unless the action specifically states that you do. An area effect ability shows you the hexes that you can target with an attack, and you cannot target allies with attacks under any circumstances, so, in general, allies are safe from your abilities. Certain classes (the Cragheart, for example), however, have abilities that specifically state that allies in certain situations suffer damage or gain negative conditions, but these cases are clearly stated on the ability cards.

Can I target empty hexes with an area attack?
While you are not technically "targeting" the empty hex, the hex of an area attack that is within the range specified by the attack can be empty so long as there are enemies in the attack area that are in your line-of-sight.

Can I target a wall hex with a ranged AoE attack?
No, but the AoE pattern can overlap a wall hex as long as it isn't the initial target hex.

If my area of effect for an attack is chiral (not equal to its mirror image) can I use the mirror image of the area instead?
Yes, in addition to applying any rotation to an area of effect, you can also use the mirror image of the area.

When is LOS evaluated for each attack in an AoE, all at once before the 1st attack or as each attack is performed?
Evaluate LOS for each attack when that specific attack is resolved

Can you change the placement/rotation of the AoE pattern after resolving one of the attacks?
No. You must decide the AoE pattern placement and rotation before resolving the 1st attack

Are Melee AoE attacks that have hexes that aren't adjacent to the attacker still considered Range 1?
Yes. So when using Add Target with a Melee AoE attack, the new target must be at range 1.

Add Target

If the attack has targeting or range restrictions, do they still apply to the new target?
Yes. This includes "exactly at range" restrictions, restrictions that state an effect must exist on the target to be attacked or any other targeting qualifiers specified for the attack.

How does Add Target interact with area attacks?
Add Target always adds a single extra target within the range of your attack to the attack, and this target cannot be an enemy already targeted by the attack (a single attack ability cannot target the same enemy multiple times). So if you got an Add Target effect on an area attack, you could pick one enemy within range but outside of the area (because all enemies in the area are already getting attacked) to get hit by the attack as well. All conditions and other effects of the attack (other than effects that would add additional attack targets) would apply to the added target, as well. Each instance of the Add Target effect adds an additional target to the attack using the above guidelines. Add Target DOES NOT add a hex to the area so effects that apply to the "Area" don't apply to the Add Target.

Note that if an attack ability targets everything within a specified range, Add Target would do nothing since you are already targeting everything in that range.

Can you perform an Add Target effect and not attack anything?
No. If you chose to perform the Add Target, you have to attack something

If you gain Add Target for a single target attack that grants XP if the target meets a specific criteria (example: Scoundrel's Single Out), do you gain the XP for the new additional target if it meets the criteria?
Yes

Target X

For the Target X ability, can you choose to attack less than X targets?
Yes

Can you perform a Target X ability and not attack anything?
No. If you chose to perform the Target X ability, you have to attack something.

How does Target X interact with area attacks?
This is handled the same as Add Target, except the figure gains X-1 targets that all must be outside the AoE.

Conditions

If a condition lasts until the end of my next turn, what exactly does "next turn" mean?
"Next turn" means your next full turn. So if you start a turn with the condition in effect, then at the end of that turn, it is removed. If a monster stuns you on its turn, then your next turn (whether that happens in the current round or the following round) you would be under the effect of stun, and then it would go away at the end of that turn. If you manage to get stunned on your own turn, you would immediately suffer the effects, then you would also suffer from the effects on your following turn in the following round before the effect wore off at the end of that turn. This also applies to conditions on monsters.

If I apply POISON with my attack, does it immediately give me +1 on the attack?
No. All added effects of an attack are only applied after the amount of damage is resolved. The one exception to this is PIERCE, which is applied at the same time as the damage.

If I have both the WOUND and POISON conditions and am healed, what happens?
Both conditions are removed and no actual healing takes place.

Can I voluntarily end positive conditions on myself like Strengthen and Invisible?
No.

If I get stunned before I have a chance to play my cards for the round, do I have to discard them, or can I take them back and do a long rest?
You have to discard them.

Can a figure still perform actions prevented by disarm, immobilize and stun even if those actions are granted to the figure outside their turn?
[Errata] No. The "on their turn" phrase listed in the condition section of the rule book should not be there.

How does stun work with persistent effects and passive items?
Stun does not affect them, they function normally. Passive Items are those whose effects trigger automatically when their requirements are met or whose effect take place immediately on scenario start (Iron Helmet, Hide Armor, Cloak of Pockets)

What happens when a figure becomes immune to a condition that it already has?
The condition is removed. Note this does not apply to Curse and Bless. Those immunities prevent the card from entering the modifier deck; they do not prevent existing curse/bless cards from being drawn and applying their effect.

What happens if a figure is immobilized or stunned and they are pushed/ pulled?
The push/pull can be applied to an immobilized or stunned enemy - the enemy isn't using its limbs to move, it is being pushed/pulled.

Can you clarify how gaining multiple conditions of the same type is handled?
As per the rule book, you can't have multiple conditions of the same type on a figure. When a figure gains an existing condition a second time, the new instance replaces the old instance, resetting the expiration turn. Note that curse and bless are not assigned to a figure, they are added to a modifier deck (which affects any figure that draws from it) and as per the rules, multiple curse/bless cards can be added to the deck.

What specific abilities are prevented by invisibility?
Only targeted abilities from enemies (those that say "Target" or "Attack") are prevented by invisibility.

What happens when a figure without an attack deck (like some NPC's) gets hit with Curse or Bless?
Nothing. Note that Summons do have an assigned attack deck (the summoning player's).

Elements

If I consume an element in the strong column, does it go down to waning or all the way down to inert?
Whenever an element is consumed, it always moves down to inert, no matter where it started.

Can you explain the timing of elemental infusions?
Yes, the main take-away here is that any elements you create on your turn from any source (abilities or items) do not get moved to the strong column until the end of your turn. This means that you cannot create an element (that wasn't already present) and then consume it on the same turn because it won't be available to be consumed until the end of your turn. On the up side, this also means that if an element is already strong or waning at the start of your turn, you can create the element again with your first action, consume the existing element with your second action, and then the element will still go up to strong at the end of your turn even though you just used it.

If an element consumption is attached to an attack ability, when can I chose to consume the element?
Before any attack of the ability, affecting all subsequent attacks of that ability.

If an element consumption is attached to a move, when can I chose to consume the element?
The element can be consumed at any time during the movement - so before you start moving, after you move some spaces or after you move all spaces.

When do you chose which actual element is infused for multi-color element abilities?
At the end of the turn, when the element is actually infused.

Experience

Can I play a card just for the experience?
You have to perform at least one part of the action on the card to gain the experience. If it just says "Attack," you have to attack an enemy to get the experience. If it has "Attack" and "Move," however, you can just move and not attack and still get the experience. A larger experience symbol (as opposed to a small one) is not meant to be tied to any specific ability in the action.

Can I choose not to gain the experience from using an action?
No, experience is not optional.

If I am level 9, can I still earn experience?
You can still track experience when you are level 9 as a metric for how well you are doing in the scenario, but experience no longer gives you any long-term benefits.

When a multi target attack has a Gain XP effect, do I get XP for each target?
Only if the card specifically says so.

Heal

If a heal or other beneficial ability specifies a range, can I affect myself?
Yes.

How do the heal rolling modifier cards work?
Any time a "Heal" attack modifier card is resolved, the figure who flipped it heals the amount specified. This heal can remove wound and poison like any other heal.

Does a heal from a modifier card turn the action into a "heal action"?
Yes

If I draw two 'heal self' rolling modifiers in the same attack, is one heal performed or two?
Heals from rolling modifiers stack into a single Heal.

What happens if a figure is poisoned and a "Heal all" ability is used on it?
The heal ability is treated just like other heal abilities, so the poison is removed but no damage is healed.

Can you use a heal ability on a figure that is already at full health?
Yes

Loot

Can I decide not to loot money or treasure tiles in my hex at the end of my turn?
End-of-turn looting is not optional. If there are money or treasure tiles in your hex at the end of your turn, you have to loot them.

Can I perform a Loot even if there is no Loot in range?
No

Are there restrictions on what I can loot with a Loot ability in regards to line-of-sight or obstacles?
The specific mechanics are that you can loot all hexes within range X of you, where X refers to "Loot X." This means that if you can target the hex with an attack in that range, you can loot the hex. This means loot is unaffected by monsters or obstacles, but is affected by line-of-sight.

If an enemy or scenario effect forces me onto a hex with loot, can I automatically pick it up, like end-of-turn looting?
No, end-of-turn looting happens only at the end of your turn. You cannot automatically pick up loot at any other time.

If I loot, say, an armor item from a treasure tile and I am already wearing armor, what happens?
You can own any number of items (but only one copy of each). It is not limited only to what you can equip. So when you find armor in a chest and already have armor, you still get to keep the armor you got, you just won't be able to equip it until next scenario. Actually, since you can only equip items in between scenarios, even if you weren't wearing armor, you'd still have to wait to equip the armor you just got.

What if I loot an item I already had a copy of?
In this case, you would immediately gain the sell value of the item you looted, and place that copy of the item in the city's available supply of items if it was not already there.

What if I loot an item and there aren't any more copies available?
You would immediately gain the sell value of the item.

Which treasure tile rewards/penalties affect a single character and which affect all characters?
All treasure results (with the following two exceptions) affect only the character that loots the treasure tile. The exceptions are the "Random Side Scenario" reward, which unlocks a new scenario for the entire campaign, and the "Random Item Design" or the "Item Design" reward, which places a set of items in the shop for anyone in the campaign to purchase.

If I loot a "goal" treasure tile in a scenario and then go back to do the scenario again, is the treasure tile still looted?
No, unlike numbered treasure tiles, "goal" treasure tiles are reset at the end of every scenario and must be looted again.

Do allied monsters drop loot?
No

Move

Can you perform a Move X ability but do 0 move?
Yes.

Some abilities state movement has to be done in a straight line. What does that mean?
It means a straight line of hexes starting with your current location, moving in one direction (no turning around and moving back).

How many movement points does it take for the last hex of a jump if it is on difficult terrain?
Per the rules, the last hex is treated as normal movement, so it costs 2 movement points.

Push/Pull

Do I have to push or pull the full amount?
Like any added effect, you can choose not to apply it, but if you do, you have to use the full push or pull effect. The only time the full push or pull may not go into effect is if there are obstacles or figures in the way.

What if there are multiple blocked and/or unblocked paths?
If a figure is being pushed/pulled and there is an unblocked hex, it has to be used. If there are multiple unblocked hexes, the players decide. This is evaluated one hex at a time until the effect is fully resolved or there are no valid hexes for the figure to move into. This rule applies to pushes/pulls done by monsters as well.

Can we push/pull enemies through other enemy figures?
Yes, but they can't end the movement in the same hex unless entering the hex kills the enemy being pushed/pulled (from say, hazardous terrain).

Can we push/pull flying enemies through obstacles and allies?
Yes

What happens if there are multiple push/pull effects used in the same ability?
If multiple push or pull effects are applied with the same ability (due to attack modifier cards), you can choose to apply or not apply the push/pull from the attack modifier card (e.g. if your ability applied a "push 1," and your attack modifier card applied a "push 1," you could decide to push 1 or 2 since they are separate effects). Effects dependant on the push/pull (like Cragheart's Heaving Swing), apply to all pushes caused by the attack, including pushes/pulls from Attack Modifier cards or Items.

What does "closer" and "further" mean for push/pull?
They are measured by proximity - count the number of hexes between the source and the target, except through walls.

Can I target allies with push/pull abilities?
No, allies cannot be targeted at all, even if the ability isn't an Attack.

Can flying monsters be pushed into traps?
They can be pushed into hexes with traps, but doing so will not trigger the traps.

Figure Swap/Teleport

Are swap/teleport abilities vs monsters considered forced movement?
Yes

Can teleport abilities be used while immobilized?
Yes

Shield and Retaliate

When exactly does retaliate trigger?
Retaliate triggers after all effects of an attack have been applied. If the retaliating figure dies from the attack, the retaliate does not trigger because the figure is removed from the board beforehand. If the retaliating figure is pushed out of the range of its retaliate, it also does not trigger. However, if it is pulled into retaliate range, it would trigger.

Is retaliation an attack, is it targeted? If I am invisible, can monsters still retaliate against me?
Retaliation is not an attack nor is it targeted, so it is unaffected by invisibility. You can still be retaliated against while invisible.

If I take one point of damage from an attack and have multiple abilities (from ability cards or items) which give me Shield when taking damage from an attack, do I have to use all of them?
No. You can choose which Shield bonus to apply in this case, and once the damage is reduced to zero, it is no longer a source of damage, so any other bonuses do not have to be used.

How long do Shield and Retaliate Last?
It depends on how you got the ability.

- If they are on a card with charges, they activate only for the effect that triggers the use of the charge
- If they are on a Round Bonus ability card, they are active for the remainder of the round or until you remove the card from the active area
- If they are on a Persistent Bonus ability card, they are active until you remove the card from the active area
- If they are from attack modifier cards or a regular ability card, they are active for the remainder of the round

Summons

Do summons perform end-of-turn looting?
No, only characters perform end of turn looting.

If a summon has a "-" for its move or attack, can I grant it move or attack actions, respectively?
It depends. The "-" means that it has no base for that stat. So you can't grant an "Attack +2" action to a summon with a "-", as that is a modifier to an undefined base, but you can grant it an "Attack 2" action, as that sets the base. The same applies to movement. Also note that summons (or monsters) with "-" movement can still be pushed and pulled.

If a summon/ally is granted an Attack X, which of it's base effects does it get to use? Does it keep its range?
Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

When summons attack obstacles, what initiative value do the obstacles have when resolving tie-breakers for monster focus?
Obstacles have 99 initiative for resolving focus ties.

Can a summoner receive the effects from modifier cards (like item refreshes or heals) drawn by their summons
No

Which attack modifier deck do player summons use?
The player's deck

Monster Turns

Monster - Activation/Initiative

When a monster type activates, do they all go on the same turn, or does each individual monster have a separate turn?
Each individual monster has a separate turn.

If two different monster types reveal the same initiative on different ability cards, which one goes first?
The players decide.

If a monster is revealed at the end of a round from special scenario rules (not from opening a door), does it take its turn in the current round or the next round?
The next round.

How do you determine initiative for a monster that is summoned by another monster if the summon doesn't have a drawn ability card?
Draw a monster ability card to determine initiative. Note that the monster will draw another ability card in the next round (when it would actually be able to take a turn).

If there are revealed monsters of different types that share the same ability deck (ex: guards) and two monsters have the same standee number, in what order to they activate?
Players decide but they should be consistent from round to round. To make it easier, it may be best to activate the monsters one type at a time (using normal activation order rules). Alternately you can do all of the elites of the different types together, then the normals, deciding ties as needed.

Monster - Ability Cards

What is considered an Action for a monster?
Each separate Ability on a monster's ability card is considered a separate Action, even multiple abilities of the same type - like separate Attack abilities.

If a monster ability card doesn't specify an "Attack" or "Move" ability, do they still perform that ability?
No. Monsters only do what is written on their card for that round.

If a monster has bonuses like "Shield" or "Retaliate" on their stat card card, are they always active?
Yes, and they are unaffected by Stun.

If a monster is granted Retaliate by both an ability card and the Stat card, are they treated as separate effects or summed together and treated as a single effect (like for resolving "on source of damage" effects)?
They are summed and treated as a single effect.

If a monster ability card lists a melee attack (like a melee AoE or "target adjacent enemies" effects without a "range" specified) but the monster stat card specifies a Range X, is the attack melee or ranged?
It is melee, the monster ability card takes precedence.

If all monsters of a type are destroyed and then new ones are revealed, do you shuffle the monster's ability cards?
No. You only shuffle a monster's ability cards if the shuffle symbol is displayed or all cards have already been drawn

How do you measure "closest" when resolving abilities like the Archer trap placement or summons that are placed "closest to an enemy"?
Closest is measured 1st requiring the fewest normal movement points and then 2nd by proximity (but around walls)

When a monster has a non-attack ability that doesn't define a specific target (like "Muddle - Target one adjacent enemy"), who does it target?
Normal focusing rules are used to determine the target

Monster - Attacks

Can you clarify how monsters do attacks against multiple targets?
Area of Effect, Add Target and Target X attacks are treated exactly like they are for players. Unless otherwise stated by a card, the multiple attacks cannot be done on the same enemy because they all come from the same ability. If a card says that multiple attacks are done on the same enemy (as an exception to the rule), the monster will attack its focus until it's dead/exhausted.

If a monster ability card has multiple attack abilities listed in different lines, they are considered separate abilities and will therefore be used on the same target until its dead or exhausted, after which it will follow the focus rules to find its next target.

[Errata] Note that the wording on Page 31 of the rule book regarding monster multiple attacks should read "If the monster can target multiple figures with a single ability..." instead of the "If the monster has multiple attacks..."

After a monster is done moving (or didn't have to move), in what order does the monster perform its attacks against multiple targets?
Players decide.

Monster - Bosses

Are bosses elites?
No, bosses are their own class of monster and are thus unaffected by abilities that target normal or elite monsters. Also note that named monsters specified in the scenario book are their own class of monster as well.

When do bosses do their special attacks?
Only when their ability card says so.

Monster - Named

If a scenario defines all monsters of a type as "named", are they still considered normal or elite?
No - they are now Named monsters

Monster - Conditions

Can you explain in more detail how monsters interact with invisible characters?
Invisibility works the same regardless of whether it is an invisible character or an invisible monster. Monsters can't focus on invisible characters, move through them (unless flying or jumping), or target them with any attacks or other targeted abilities (an ability like "CURSE, target all enemies within range," for instance, wouldn't affect the invisible character even if he/she were in range). Monsters essentially treat invisible characters like obstacles, but may occasionally affect them with non-target effects (such as splash damage). Once again, however, an invisible character will never be focused on by a monster.

Invisibility can create an edge-case where a monster is unable to find a focus, either because all of its enemies are invisible, or an invisible character is standing in a door or some other one-hex passageway to prevent a monster from finding any viable path to get within range of an enemy. Blocking a passageway like this doesn't always result in not finding focus. Flying or jumping enemies can ignore the obstacle (invisible character), and ranged enemies may still be able to shoot over it, depending on the value of their range and the positions of the other characters.

If a monster is disarmed, will it move as if it has an attack?
No, disarm negates all effects of having an attack. A monster will move as though it doesn't have an attack, which means it will just try to get as close as possible to its focus.

How are ability bonuses (shield and retaliate) affected by stunning a monster?
Note that the bonuses are not simply given by the monster ability card. Monsters would have to perform a "Shield 1" action to gain the Shield 1, so these bonuses only activate if a monster is not stunned on its turn. However, abilities listed in the monster stat card are unaffected by stun as they are continuously available.

What happens if a non-stunned monster draws a card that gives it an on-death effect but then gets stunned before it dies?
The effect is applied, even if the monster is stunned at the time of their death.

If a figure is immune to CURSE, what happens if it draws a CURSE card?
The card affects the figure normally (i.e. the figure does no damage). Note that it is only immune to the condition, which is the act of shuffling the CURSE card into the deck.

If a monster with a ranged attack is under disadvantage from being adjacent to its focus and is also under disadvantage for another reason (ex: muddle), will it still move to attempt to lose its adjacency disadvantage anyway?
No. As per the rules, a monster will only move away from its target to lose disadvantage if moving actually does so.

Does curse from a monster ability card stack with curse as a trait from the monster stat card?
Yes, 2 curse cards will be added to the target's modifier deck.

Monster - Doors

If a door is closed due to specific scenario rules, what happens if revealed monsters are stuck in a room with no enemies to attack?
Closed doors behave like walls. The monsters are still revealed, so they would still play a card at the beginning of each round, but, until the door is opened, they wouldn't be able to find a focus, and so would not move or attack and just perform any other abilities on their card, as per the normal rules.

Monster - Elements

When a monster's initiative comes up and the monsters consume or infuse an element as part of their ability card, do they each consume/infuse an element as they take their individual turns or do they consume/infuse the element as a group?
They consume/infuse the element as a group when the 1st monster takes their turn, with all the currently revealed monsters of that type gaining any benefit. However, if new monsters of that type are later revealed, they would need to consume the element again to gain the benefit (assuming it is available).

If a monster's element consumption is attached to another ability (like Attack or Move) and can't perform that ability (ex: disarmed or immobilized), is the element consumed?
No. However, if the consumption allows the original ability to take place (like Consume for +1 Range which then puts the attack in range) it means that the monster CAN perform the ability and consumes the element to do so.

Monster - Mind Control

When a monster is controlled by a character, is it considered an ally or an enemy of other monsters while it is being controlled?
It is considered an enemy by other monsters for the duration of the mind control (typically either during the character's turn or during the mind controlled monster's turn, depending on the wording of the ability)

Can enemies that do not have a base movement be granted movement abilities from other sources like mind control?
Enemies without movement function like summons without movement. If they are granted a "Move X" ability, they can move, but if they are granted a "Move +X" ability, they can't.

When a monster is forced to do an Attack X, which of its base effects does it get to use? Does it keep its range?
Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

Can you use an ability that allows a figure to perform an immediate attack if the figure has no current valid targets just to gain XP from the ability?
No.

Which attack modifier deck does a mind controlled monster use?
The monster's deck.

Monster - Focus

I'm just confused about focus. Can you explain it?
Finding a focus for a monster can be tricky in certain circumstances, but it follows some very basic rules.

First of all, is the monster performing an attack on the ability card it drew? If not, pretend as if it is performing a melee attack (i.e. it wants to be adjacent to an enemy).

Next, find path using the least movement points to get within range (and line-of-sight) to attack an enemy. Note that the monster focuses on a target but the movement path is towards a legal firing/attack position hex (unoccupied, in LOS and in range) - its destination hex. It doesn't matter if the monster can't get to its destination hex with the movement it has, as long as there is a path to eventually get to the hex it will still consider this path the optimal path. The enemy/enemies that are within range (and line-of-sight) at the end of this shortest path are considered the "closest."

Side note on negative hexes (traps or hazardous terrain): negative hexes are considered obstacles when determining this path unless there is no path except through the negative hexes. The path can be ten steps long if the enemy avoids the negative hex and two steps long if it goes through the negative hex, it will still choose the ten-step path as long as it is available. Basically, monsters will move through as few negative hexes as possible.

In the case where the monster can use the same number of movement points to get within range (and line-of-sight) of multiple enemies (either because it starts its turn within range or multiple enemies or through some other situation), proximity (i.e. number of hexes they are away, not counting through walls) is then checked as a tie-breaker for "closest."

Okay, now, if there is only one closest enemy within range at the end of that path, that is the monster's focus. If there are multiple closest enemies within range (and line-of-sight), the focus is the enemy among those tied who has the lower initiative/earliest activation for the round as determined at the beginning of the round.

Note that there may be some cases where a monster can't find a focus at all. In order to obtain focus on an enemy, there must be an unblocked path (no walls, enemies, obstacles) to a hex that it can legally stand in where it could eventually move to and target the enemy. If an enemy can't find a focus, it doesn't move or attack on its turn but it can perform any other abilities written on its card.

How exactly does a monster with Jump evaluate its focus/movement path?
The monster acts as if it has an infinite jump, just like it normally acts as if it has infinite movement. The monster treats anything that would normally block its movement (obstacles, traps, enemies) as an ally in terms of where it can move to (i.e. they can move through them, but not end their movement in the same hex). Then it follows all the normal movement rules (minimum movement required to get as close to the target hex as possible, thinking that it can move through anything).

If a monster has jumping or flying for only one turn (say from an ability card), does it evaluate its focus path assuming it has jumping or flying for just its current turn or for the entire path?
The monster assumes it can jump or fly for the entire path (as if it was a permanent ability).

Monster - Movement

Will a monster move away from its target if it is adjacent and is performing a ranged attack?
Yes, monsters move a minimum amount to maximize their attack, so they will move away to lose disadvantage. If it can't lose disadvantage (i.e. is muddled or does not have enough movement points), it will not attempt to do so.

Will a monster move away from its target just to extend its distance (kite)?
No. It will only move away to maximize its current attacks.

If a monster can't get within range to attack with its movement, will it still move closer?
Yes, see the next question for how it will choose it's destination hex.

After determining focus, how exactly does a monster chose its destination hex and how does it maximize its attack on its focus and any additional targets?
It will determine its final destination hex (the hex where it can attack it's focus) by using the prioritization rules below at the beginning of its turn. The evaluation is first done using the monster's current movement range. If the monster can't reach a hex from which to attack using the movement it has this turn, the rules are re-evaluated assuming infinite movement. Also, the monster uses its current attack when determining its attack/movement options, even if it may have a different (or no) attack when it eventually reaches its destination hex. If there are multiple hexes that meet the criteria, players decide ties.

1st - Attack its primary focus, losing/avoiding disadvantage if possible
2nd - Attack as many extra targets as possible
3rd - If there are still multiple attack locations with an equal number of different extra targets, use the focus rules (least amount of movement points*, then proximity, then initiative) from its starting position to determine which secondary target (in addition to the previous target(s)) should be included in the attack (repeating for a tertiary target, etc.) and select the attack location which includes these targets.
4th - Lose disadvantage on the extra targets (all equal priority, players decide ties)
5th - Use the least amount of movement points*
*Around walls, obstacles and hazards (if possible) using the normal, jumping and flying movement rules

After selecting a destination hex, which path does a monster use to reach it?
The monster will take the shortest path to reach the destination hex. If it can't reach the destination hex this turn, it will take the shortest path which brings it as close as possible to the destination hex. Note that if it can't get closer to the destination hex this turn, it will not move. "Shortest" and "Close" mean the fewest movement points around walls, obstacles and hazards (if possible) using the normal, jumping and flying movement rules.

What does a monster do if it kills its target or the target becomes unreachable and it has additional attacks that may used against different targets (like from an "Attack X, Attack X" ability card)?
If the target dies from the first attack, the monster will attack another target chosen via the focus prioritization rules. If the target is still alive but is now unreachable (ex: was pushed out of range by the 1st attack), the monster will NOT chose another target. Note that if the ability states that the attacks are performed on the same target, it cannot chose another target even if the original target dies.

What happens if a ranged monster becomes disarmed while moving towards its target?
It will continue moving along its original movement path towards its original destination hex.

What happens if a player removes a summon from the board by moving the active card to the lost pile while a monster is moving towards that summon as its focus?
The monster would continue to move to its destination hex and if there was another viable target from that hex, it would attack it.

Monster - Summons

How do you distinguish between summoned enemies and other enemies (since summoned enemies don't drop money tokens)?
You can place extra scenario tokens (grey circles) on summoned enemies if you have difficulty keeping track.

Do summons die after their summoner die?
Summons of monsters stay alive, but summons of player characters will die when the player becomes exhausted.

Which attack modifier deck do summons of monsters use?
The monster's deck unless otherwise specified by the scenario

Campaign

Casual vs Campaign Mode

How are sanctuary donations, road and city events handled when playing scenarios in casual mode?
Sanctuary donations and city events can only be done if the last scenario played was in campaign mode. Road events can only be done if the next scenario is being played in campaign mode.

Does playing a scenario in casual mode change the party's location?
No. The party remains at their previous location - either at their last campaign mode scenario or Gloomhaven.

Character Unlocks, Leveling Up, Perks, Personal Quests

When I level up, does my experience go back to zero?
No.

How exactly does my "pool" of ability cards work? What can I add to it when I level up?
Your pool of ability cards is the set of cards you can choose to add to your hand when you start a scenario. The cards in your hand are the cards you actually play the scenario with and their number is limited based on the class you are playing. When you are starting out with a level 1 character, your pool consists of all level 1 cards, plus the three "X" cards in your deck as well. All other cards are unavailable to you. When you level up, you can take a single card of your new level or lower from the deck of unavailable cards and add it to your pool. In this manner, a level 9 character will add eight more cards to their pool over the course of leveling up from level 1.

If a perk on a character sheet has multiple check boxes next to it, does that mean it requires that number of check marks to unlock it, or that I can acquire that perk for one check that number of times?
The second case. If a perk has two check boxes, you can gain that perk twice for one perk allocation each.

Does the "Ignore Negative Item Effects" perk apply to any negative effects other than -1 Attack Modifier cards?
No. That perk applies solely to -1 Attack Modifier cards.

Can I choose not to level up when I have the experience or not gain a perk when I have three check marks?
No. If you are in town and you have enough experience to level up, you are forced to do so, and must immediately gain all benefits from leveling up - this includes gaining a perk.
[ERRATA] The rulebook should state "MUST" instead of "CAN" for the perk benefit. If you have three check marks, you must immediately gain a perk.

If I am directed to lose a check mark, can that make me lose a perk?
No. You cannot go below the threshold of a perk, experience level, or prosperity level when losing check marks, experience, or prosperity, respectively. So if you have three check marks (enough to gain a perk), and then are directed to lose a check mark, nothing happens. You don't lose a perk, and you don't go into check mark debt.

If I unlock a character class through means other than retirement and it is already unlocked, do I still get the bonus of a random scenario and item design?
Yes. No matter how a character class is unlocked, if you trigger the unlock and it is already unlocked, you gain the bonus of a random scenario and item design.

Do I keep my personal quest secret?
There's not an official rule on this, so do whatever you want. I like to keep mine secret.

[R1 Errata] What's with this perk bonus for character lineages I've heard about?
This is a rule that was missed in rev 1 of the rule book. Every time an individual player retires a character, that player gains one extra perk to apply to all future characters they create and that are assigned to the retired character's lineage. This effect is cumulative, so when a player retires their second character, their next character would gain two additional perks.

Which newly created characters do you consider part of a lineage if a player plays with multiple characters at the same time or alternates between characters?
A lineage is a direct descendancy of retired and new characters as chosen by the player. If you created two characters and are playing them together in one session or alternating them between sessions, they each have their own lineage. When one retires, the next character you start can either be their own new lineage or part of the one that retires, your choice. If you want the perk, you'll want to make it part of the lineage of a retired character.

[R1 Errata] The second item in the Special Conditions for Opening Envelopes in the rule book talks about Drake's Request but that isn't referenced in the Scenario Book anywhere. Is this an error?.
Yes. The second item should read "The Drake's Command" instead of "The Drake's Request." When you achieve this goal, you earn "The Drake Aided" global achievement. Also, it is optional to add the cards to the event decks and earn the achievement, but once it is done, it is permanent.

[Errata] When retiring, can players donate to the sanctuary and give the bless cards to their next character?
No. The rulebook section "Donating to the Sanctuary" should say "character" instead of "player"

Enhancements

When calculating the total number of cards that can be enhanced against the current prosperity level, which cards do we count, the entire set of cards of the class, or just the cards selected by the character?
You count every card in the ability deck of a class, which includes those selected by other characters and any higher level cards not yet selected by the character.

For the BLESS and STRENGTHEN enhancements, what abilities count as affecting allies or yourself?
If an ability has a qualification below it (e.g. "Self" or "Affect all allies at X range" or simply "Range X"), and it is a beneficial ability, then you can enhance it with Bless/Strengthen (as long as it has a dot, of course). A "Move" ability does not count as affecting yourself.

When enhancing an ability that targets multiple enemies only when you use an elemental infusion, is it treated as a single target or multi-target ability when determining the cost?
Single Target

Is an enhancement to an ability that summons several creatures treated as a single target or multi-target ability when determining the cost?
Single Target

Is an enhancement to an ability that affects multiple allies treated as a single target or multi-target ability when determining the cost?
Multi-Target

Does an enhancement's cost increase based on the number of enhancements already on the action to be enhanced or the entire card?
It increases based on the number of existing enhancements on the specific action being re-enhanced.

Scenario Effects

If I have the ignore scenario effects perk, can I ignore the effects of event cards?
No. You can only ignore the specific effects outlined in scenarios as scenario effects. These will be listed in the special rules of a scenario and have the format of "Do such and such as a scenario effect."

If I have the ignore scenario effects perk, can I choose to still receive the scenario effects?
No

Are all scenario effects listed in the scenario books affected by the ignore perk even if they may possibly be beneficial to a character?
Yes

Are character summons affected by the ignore scenario effects perk?
No

Prosperity

How do I track lost prosperity?
Note it next to the prosperity track and then scratch out the note the next time you gain prosperity.

Road and City Events

If characters drop in and out of a party, which ones are affected by the results of road and city events?
Only the characters that are present when the event card is resolved are affected.

If I am forced to discard cards because of an event, when does that happen?
Even though events happen before setting up the scenario, you should wait until you've selected your hand of cards to decide which ones to discard.

What does it mean when a road event tells you to consume an item?
You must equip the item into a slot, already consumed, but mechanics that allow you to refresh items can apply to the unavailable item.

Do I do a road event when traveling back to Gloomhaven from a scenario?
No, you only do a road event when traveling to a scenario.

Which event rewards/penalties affect a single character and which affect all characters?
If a result starts with "Gain," "Lose," "Discard," or "Consume," the result is distributed among all characters however they choose if the word "collective" is included (i.e. "Lose 10 collective gold." means that the party loses 10 gold total). The result affects each character separately if the word "each" is included (i.e. "Lose 10 gold each." means that a party of 4 would lose 40 gold total). The exception to this is if the result is gaining an item. In that case, only one character gets the item (decided among the players).

If a result contains "Start scenario with..." it affects all players, unless it says "One starts scenario with..." in which case it only affects one player.

There are a few cards with typos where the "collective" or "each" is not included. As a rule of thumb, if something is missing, assume it says "each."

Scenarios

If the party wants to go directly to a linked scenario but wants to swap out characters in between, does the party have to go back to Gloomhaven, thereby forcing them to take a road event before the linked scenario?
If the character being swapped in has already been created, then you don't have to go back to Gloomhaven, but if you want to swap in a character that hasn't been created yet, you would have to return to Gloomhaven to create it.

If I play a random dungeon from the random dungeon deck, do they trigger road events and city events like normal scenarios?
No. Random dungeons will not progress the campaign in any way. This means they do not trigger road or city events, unlock new scenarios, gain town prosperity or anything else that would impact the campaign world. They can, however, help with character progression, in the form of experience, gold, checks, and personal quests.

Do bonuses/penalties from random scenario cards last one round or for the entire scenario?
They last the entire scenario unless otherwise indicated.

If a scenario's requirements have an achievement listed as "INCOMPLETE," what does that mean?
It means that you can only play that scenario in campaign mode if you do not have the listed achievement.

If a scenario is actually in the town of Gloomhaven, would interacting with the town both before and after the scenario be considered separate visits (for the purposes of donating to the sanctuary and city events)?
Yes.

If a scenario's goal is to kill all revealed monsters, do those include summons as well?
Yes

Permanent Death Variant

How does this variant affect Personal Quest 514 (the one that deals with player exhaustions)?
Remove PQ 514 from the game if playing with permanent death.

How does failing a scenario interact with the permanent death variant?
With the permanent death variant, whenever a scenario is failed through any condition, the scenario doesn't end until the end of the round in which it was failed. At this time, if any of the characters are still alive (possibly exhausted but not dead), then they would still survive.

Can you explain exactly how effects and abilities work with unconscious characters?
If a character becomes exhausted from card loss, all of their cards are removed from the game, as per the normal exhaustion rules. These include all summons and active cards.

They don't get a turn per se but are treated as having one for the effects and expiration of conditions. The processing of that turn is nominally at initiative 99 and takes place after long rests.

The character may still be focused by enemies per the normal focus rules (including activation order tie breaker rules). They can still be affected/targeted by friendly and hostile abilities, including receiving new conditions. Some conditions won't be relevant, like bless or strengthen, but invisibility would be. They may be healed to keep them alive in case of future damage but remain unconscious for the remainder of the scenario even if healed. Conditions are removed per the normal rules (heal or end-of-turn expiration).

SPOILERS

Beyond this point are direct spoilers content relating to the campaign, characters, and other such material.
View at your own discretion.

What scenarios are considered to be inside Gloomhaven?
Any scenario marked on the zoomed-in inset in the top right of the map is considered to be in Gloomhaven (even 58 and 86).

Personal Quest 510
What scenarios are considered to be crypts?
Any scenario with "crypt" in the title. 4, 5, 6 and 19.

Since this is a special type of retirement, what can my character do after he completes the final quest scenario 54?
Upon completion of Scenario 54, the Seeker of Xorn character does not have the opportunity to go back to town and sell items, nor perform enhancements, etc. Also, as stated in the scenario book, the character's retirement event card doesn't go into the deck.

Personal Quest 521
What scenarios are considered to be inside the Dagger Forest?
3, 28, 29, 38, 43, 44, 48, 55, 56, 59, 81, and 91.

Personal Quest 527
Is this quest still used with the Permanent Death Variant?
If playing with permanent death, you can either discard the quest and draw a new one or if you want to keep the quest, reduce the number of required exhaustions to 8.

Personal Quest 529
What scenarios are considered to be inside the Lingering Swamp?
19, 32, 45, 49, 61, 62, 68, and 79.

Personal Quest 531
What scenarios are considered to be inside the Dagger Forest?
3, 28, 29, 38, 43, 44, 48, 55, 56, 59, 81, and 91.

What scenarios are considered to be inside the Lingering Swamp?
19, 32, 45, 49, 61, 62, 68, and 79.

What scenarios are considered to be inside the Watcher Mountains?
9, 13, 63, 65, 73, 76, 80, 82, and 85.

What scenarios are considered to be inside the Copperneck Mountains?
7, 14, 15, 16, 24, 25, 33, 34, 39, 40, 41, 42, 46, 54, 66, and 84.

What scenarios are considered to be inside the Misty Sea?
17, 30, 37, 47, 64, 70, 74, and 93.

Personal Quest 532
Does the quest require two other characters to announce retirement or to actually retire?
Two other characters have to actually retire in the presence of the character with the PQ - they have to be at Gloomhaven when they do.

If I have to kill a certain number of something, do I have to land the killing blow?
Yes. You also get credit for kills if your summon lands the killing blow.

If I fulfill the conditions of my personal quest and then do something so that they are no longer fulfilled, do I still retire?
No, you must fulfill the conditions of your personal quest at the time you retire. If you perform city activities after announcing retirement and non longer meet your retirement conditions due to those activities, you can no longer retire.

[Errata] Note that second sentence on page 48 of the rule book regarding Announcing Retirement should read "The character may perform any other town activities before retiring, ..."

For quest cards 510, 513, 521, 526, and 529, I have to fulfill some condition and then unlock a scenario. Does the scenario unlock automatically once the condition is fulfilled or do I have to do something else to unlock it?
The scenario is unlocked when you fulfill the condition. You don't need to do anything else to unlock it.

For quest cards 510, 521, 522, 526, 528, and 529, do these have to be different scenarios?
Yes.

For quest card 514, can I experience this even if I am exhausted?
Yes. Note that your own exhaustion does not count, though.

For quest card 515 and 520, do I have to kill that many monsters total or that many of each monster listed?
That many monsters total.

For quest card 517, what counts as different monster types?
Each monster stat card (the large square ones) depicts a different monster type. So, for instance, Inox Guards and Bandit Guards are two different monster types and each different boss is a different monster type.

Do random scenarios count for quest card 518?
Yes.

For quest card 519, can I lose progress for this if I lose check marks through events? Do I gain progress if I gain check marks through events or bonuses other than battle goals?
No, only battle goals count as progress towards this quest. It may be necessary to track this separately in the notes section.

Monsters

Living Bones
Target one enemy with all attacks (Card 522):
Normally players or monsters with a "Target X" modifier to their attack must target different enemies with each of their multiple attacks. This card allows the monster to instead target the same enemy with each attack. Thus, a Living Bones with "Target 2" would perform two attacks, one right after the other, on its focus.

If the target gets exhausted or killed by the 1st attack, the living bones will not attack a second target - the wording on the card specifically states that all attacks are performed on the same target.

Vermling Scouts
Looting (Card 675):
Just like a player "Loot 1" action, the scout will pick up all coins on its hex or adjacent hexes. These coins are lost - the scout doesn't drop them again when it dies (just the normal one coin). The scout, however, cannot loot treasure tiles. Also keep in mind that this action does not influence how the scout moves. Since there is no attack written on the card, it focuses and moves as if it had a normal melee attack.

Oozes
Summoning (Cards 696, 697):
Note the damage happens before the summon, so new oozes come in at the new hit point value. The new ooze's max hit point value is still defined by its Stat card. Also, if the damage kills the ooze, then it doesn't summon at all. If there are no more oozes standees, the ooze will still perform the action, simply suffering damage.

Looting (Card 698):
Just like a player "Loot 1" action, the ooze will pick up all coins on its hex or adjacent hexes. These coins are lost - the ooze doesn't drop them again when it dies (just the normal one coin). The ooze, however, cannot loot treasure tiles. Also keep in mind that this action does not influence how the ooze moves. Since there is no attack written on the card, it focuses and moves as if it had a normal melee attack.

Lurker
Target one enemy with all attacks (Card 615):
Normally players or monsters with a "Target X" modifier to their attack must target different enemies with each of their multiple attacks. This card allows the monster to instead target the same enemy with each attack. Thus, a Lurker with "Target 2" would perform two attacks, one right after the other, on its focus.

Sun Demon
Consume Light: Target all allies within range (Card 652):
This should read "Affect all allies within range instead". Doing the consumption replaces the self/single ally heal with a multi-ally ranged heal.

Scenarios

Scenario 2
Boss Special 1: If he is moving to an already opened door (because he's already made a full circuit) and the door hex is occupied, have him move instead to an unoccupied hex nearest to the door hex (players choose in the case of ambiguity)

Scenario 12:
TYPO - Door marker number 1 should be located at the southern door, not the northern door. The text under the "1" section should be read when the southern door is opened.

Scenario 14:
What are the numbers at the end of the conclusion text referencing? Do I unlock those scenarios?
No, scenario 14 does not unlock any new scenarios. There are many ways to arrive at scenario 14, and when you unlocked it, you also unlocked a scenario that couldn't be completed until you completed scenario 14 due to global achievement restrictions. The numbers at the end of scenario 14 are just reminders of where you should go next depending on what your goal was in the first place.

Scenario 19:
The altar (b) can be affected by abilities that affect obstacles, though it is recommended that you not destroy it, since that would make the scenario unwinnable. The NPC treats the altar as a focus when determining movement.

Scenario 21:
TYPO - Under "Special Rules" the position of the altar should be "f" not "a". Also, the labels for the demon spawns are off. The demons should be reordered to wind (a), night (b), earth (c), flame (d), sun (e), frost (f).

The altar acts like a normal obstacle with hit points (i.e. immune to all negative conditions), therefore the "and immunities" is superfluous and should not be there.

Scenario 25:
Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 27:
Hail takes a turn during initiative 99 and will receive damage if wounded

Players can add their current money to the reward but they can't sell items in town because the reward happens immediately after the scenario ends, before players go back to town.

Scenario 29:
The door with HP is treated as an obstacle with HPs with respect to being targetable - summons can focus on it, it is considered to have initiative 99, etc.

Scenario 33:
The door with HP is treated as an obstacle with HPs with respect to being targetable - summons can focus on it, it is considered to have initiative 99, etc.

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 34:
Additionally, completing this scenario should also trigger - "Lost Party Achievement: The Drake's Command."

The Zephyrs cannot be affected by any ability, and summons do not focus on them.

[Errata] For boss special 2, the correct ability order is first summon, then move. The order in the scenario book is correct. The order on the stat card is incorrect.

Scenario 35
Can you destroy the wall obstacles?
No

Scenario 37:
Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 38:
The Orchid stops moving if the shaman dies. Also, if the Orchid can't find a viable path to the shaman, it does not move. Note that per the scenario text, it can path/move through closed doors, opening them as it moves.

Scenario 42:
The vocal cords are treated as obstacles with HPs with respect to being targetable - summons can focus on them, they are considered to have initiative 99, etc.

Scenario 45:
The totems are considered obstacles so cannot be destroyed using abilities but may be affected by other non-damaging abilities (like the Cragheart's obstacle manipulation abilities).

Scenario 46:
[Errata] The order of the Special 2 abilities should be Move, One Attack then Summon

Scenario 48:
After the boss's melee attack, it is affected by post attack effects (retaliate, on death, etc.) before he is removed from the board.

Scenario 49:
Additional special rule - The Ancient Artillery is not affected by forced movement (pushed, pulled, switch positions, etc.).

Also, the special rule damage to all characters is direct damage and is not considered an Attack.

Scenario 52:
If using Forgotten Circles material's, the obstacles in the middle of the starting room can be treated as wall overlay tiles as specified within the Forgotten Circles rules. Also, a character cannot teleport into the section of the map of another character.

Scenario 54:
If a player decides to start a new Cthulhu-Squid character directly after successfully completing scenario 54, this Cthulhu-Squid character receives the Staff of Xorn. Otherwise, the Staff of Xorn is added to the shop deck. The Seeker of Xorn character does not have the opportunity to go back to town and sell items, nor perform enhancements, etc. Also, as stated in the scenario book, the character's retirement event card doesn't go into the deck.

Scenario 58:
Each bone pile is considered a separately performed heal ability, and they still heal the named monster even if it is stunned.

Scenario 60:
Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 69:
You don't have to end your movement on a hex adjacent to the well, you just have to enter a hex adjacent to the well.

Scenario 70:
The living spirits are not affected by inta-kill abilities.

Scenario 71:
Force movement - If the wind force moves a character to the right or left and there is an obstacle or wall in one of the possible hexes, the player may chose to either be blocked (not move) or move to the open hex.

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 75:
The setup calls for 5 stump overlays but there are only 4 in the game. Use another overlay as an alternative.

Scenario 77:
Characters that have the ability to create obstacles cannot block all pressure plates simultaneously.

Scenario 78:
The victims are considered figures allied to no-one and therefore restrict movement to monsters and characters.

Scenario 79:
The bosses two abilities can affect invisible characters. They also require LOS. The boss's mind control can only be used on characters that have not yet acted in the round.

Scenario 81:
Note that the Crystal of Zenith and Sphere of Midnight are not actual items and have no use outside this scenario. Use numbered tokens to keep track of who has them. At the end of the scenario, win or lose, these two "goal" treasures are reset so that these two items can be looted again, just like any other "goal" treasures in the game.

Scenario 82:
What happens if the player with the items is exhausted without reaching the exit? If the scenario is failed, do we still get to keep the items we looted?
If the player holding the items is exhausted, the scenario is failed. If the scenario is failed, the items are returned to the treasure tile and you can loot it again on your next attempt.

Scenario 83:
After reading section 2, the 1st set of special rules terminate and are replaced with the 2nd set of special rules. The altar has no HP and cannot be destroyed.

Scenario 85:
The scenario book says to spawn 8 sun demons when playing 4 players but there are only 6 standees, what gives?
This is an error in the book. For 4 players, don't place the night demon and sun demons in the final room that are only placed as normal enemies for 4 players (i.e. they're colored black for 2 and 3 players and white for 4 players)

Scenario 93:
The entire row of starting hexes are Water hexes.

Solo Scenarios

You can buy items before doing a solo scenario.

Brute Solo Scenario:
ERRATA - The PDF version of the Solo Scenarios book has a special rule that states that the monsters should be setup at 1 level less than normal. This is incorrect. The printed version of the book is correct (it does not have this special rule).

Sun Class Solo Scenario:
TYPO - The special rules for (1) should read "Two normal Inox Guards." They spawn in both locations.

Random Scenario Cards

TYPO - Cards 542, 546, 549 - Art should be rotated 180 degrees.
TYPO - Card 535 - Icons and overlay tiles should be mirrored.

Characters

Level 1 and X
Trample (Card 001):
For the bottom action, the attacks are resolved after the movement is completely finished (so no enemy retaliations that are out of range of the ending hex). They are considered melee attacks, but you do not have to be adjacent to the targets at the end of the movement. However, you must have LOS to a target from your ending hex in order to attack it. Also, you cannot attack the same target multiple times.

Provoking Roar (Card 004):
Bottom ability - If the Brute is invisible, a monster cannot target the Brute and will attack the original target instead

Level 1 and X
Harmless Contraption (Card 031):
This summon has no attack action or a base attack value. It cannot be commanded to attack with an "Attack +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").

Flamethrower (Card 032):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Reinvigorating Elixir (Card 037):
The bottom ability can be used on allies who are long resting for the round. In such case, when their long rest occurs at the end of the round, they do not recover any discards (because they have none), and thus do not have to lose any cards. They simply perform the other parts of the long rest, healing two hit points and refreshing their spent items.

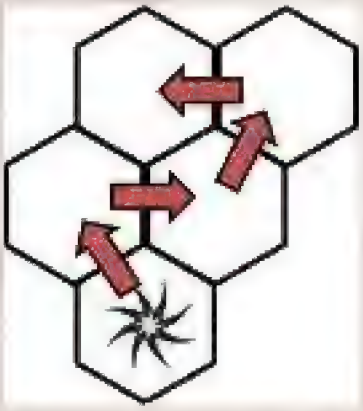
Enhancement Field (Card 040):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Level 8
Harsh Stimulants (Card 058):
The first part of the bottom effect applies to allies who are currently adjacent to you, not allies that were adjacent to you at the time the action was performed. The bottom effect, however, applies when you perform the action, since it is not an active bonus.

Level 9
Chimeric Formula (Card 060):
So this is probably the most ridiculous action in the game. You're level 9, so have a little fun. The bottom action allows for any class to get the card of any another class in their hand to use as they would their own cards. For instance, the Brute could gain one of the Mindthief's augments. The sky's the limit, except that lost cards that cannot be recovered still cannot be recovered.

Also, for the top action, it is the ally that loses the cards.

Level 1 and X
Impaling Eruption (Card 062):
As with any ranged ability, you can trace the path to your target however you would like. It doesn't have to be in a straight line. For instance, the Spellweaver could hit all of these hexes with this action by tracing the path along the red arrows:



Also note that this is a ranged attack, so any attack against someone adjacent to you has disadvantage.

Level 4
Spirit of Doom (Card 076):
[ERRATA] The top action, including the kill effect, is not targeted (should say "enemy" instead of "target") and therefore can be used on invisible enemies.

Level 6
Living Torch (Card 080):
When the summon drops below 1 health, before it is removed from the map, it performs one last "Attack 3, target all adjacent enemies" action.

Level 9
Inferno (Card 087):
The top action does not specify a range so it is considered melee attack.

Level 1 and X
Sinister Opportunity (Card 097):
The top action's element consumption replaces the ability's "Add +1 Attack for each of your..." to "Add +2 Attack for each of your..."

Swift Bow (Card 099):
The enhancement circle in the bottom action is no different than any other. This is just a graphical mistake.

Level 6
Crippling Poison (Card 108):
For the top action, this bonus is in addition to the normal +1 attack against poisoned enemies.

Level 9
Long Con (Card 114):
The bottom action has no effect on enemies who have already acted in the round.

Level 1 and X
Heaving Swing (Card 127):
The top attack effect works on flying enemies. The push may not be used into non-destructible obstacles nor obstacles with HP.

Avalanche (Card 118):
For the bottom ability, place the obstacles in hexes adjacent to the Cragheart.

Backup Ammunition (Card 121):
Even if there is only one target in range, if the top action is active and you perform a ranged attack, a charge is expended.

Unstable Upheaval (Card 123):
Note that for R2+, the attack is always melee.

Crater (Card 124):
For the bottom action, if you consume earth, only the second instance of everything adjacent suffering damage is augmented, not both.

Dirt Tornado (Card 125):
Top Action - As per the wording on the card, the muddle effect is only applied to targets within the AoE. It is not applied to additional enemies targeted via an "Add Target" effect.

Massive Boulder (Card 149):
Top Action - The adjacent damage is not an attack so LOS isn't needed to figures suffering that damage.

Level 2
Explosive Punch (Card 130):
The top attacks are considered melee attacks.

Sentient Growth (Card 131):
For the top action, use the exact same area for both abilities. Also, because the heal says "targeted area", you must perform the attack against a target in order to be able to do the heal.

Level 3
Clear the Way (Card 132):
The top attacks are considered ranged attacks. Also, the card specifies which targets may be affected (all adjacent targets) so Add Target applied to the attack would not grant any additional targets.

Level 4
Rock Slide (Card 134):
For the top ability, any single enemy cannot take more than two damage. The damage from individual obstacles does not stack. The damage is not an attack and the range applies solely to the obstacle creation so LOS isn't needed to figures suffering the damage.

Level 5
Petrify (Card 136):
Place any money tokens or treasure tiles (including the one dropped by the enemy) in this hex on top of the obstacle. These are still lootable with loot actions (or if you are flying and end your turn in the hex).

Stone Pummel (Card 137):
A charge of the bottom ability will only be expended if there is an adjacent obstacle to destroy.

Level 7
Meteor (Card 140):
For the top action, all three hexes have to be within range 3. These attacks are considered ranged attacks.

Brutal Momentum (Card 141):
For the bottom action, you can place a character token on this card as a reminder of whether you consumed earth for it.

For the top action, a target can be pushed into a wall or obstacle for each hex of the push even if an open hex is available. This is an exception to the rule that an open hex must be used if available when pushing/pulling. The hex still needs to be further from the character as per the normal Push rules.

In general, **Augments** are persistent ability cards that go in your active area when played. They will give you (not your summons) some persistent bonus (the part with the darker background) to all of your melee attacks once in your active area, and then will also allow you to immediately perform a one-time attack, which benefits from the augment just activated.
The Augment part of an augment card is an ability and can be skipped so you can play the card for its other abilities and leave a currently active Augment in play.

Whenever you force a monster to attack, they use the monster attack modifier deck. Whenever you force a figure to take an action, unless otherwise noted, the figure still takes their turn during the round.

Level 1 and X
Submissive Affliction (Card 146):
For the top action, the bonus does not count negative conditions applied by the attack, since negative conditions are applied after damage is dealt. The bonus only counts negative conditions that were on the target before the attack. It also does not count curse, as that effect is not target specific. For the bottom action, note that there is no plus on the attack line, but there is a plus in the range. This means that the enemy performs an "Attack 2" on another enemy within its base range. Any added effects from the monster's stat card are also applied to the attack, and the monster uses the monster attack modifier deck. This is not a targeted ability.

Feedback Loop (Card 149):
The Shield effect can stack for each separate attack you make. Place a character token on this card for each attack, and each token adds "Shield 1." These tokens are removed from the card at the end of the round.

Perverse Edge (Card 154):
For the top action, the bonus does not count negative conditions applied by the attack, since negative conditions are applied after damage is dealt. The bonus only counts negative conditions that were on the target before the attack. It also does not count curse, as that effect is not target specific.

Level 2
Hostile Takeover (Card 160):
The bottom action has no effect on enemies who have already acted in the round.

Level 4
Pilfer (Card 163):
You cannot loot enemies if you can't loot at least one token on the ground.

Cranium Overload (Card 164):
You do not gain experience for the initial enemy killed with the top action. Also, the attacks performed are considered ranged attacks.

Level 8
Domination (Card 172):
The "Attack 4" action is considered a melee attack, even if the affected ally has a Range trait.

The bottom action has no effect on enemies who have already acted in the round.

Unlocked Characters

The sections on the following pages contain spoilers about classes that are not available at the start of the game.

Level 1 and X
Empowering Command (Card 178):
The "Attack 4" action is considered a melee attack, even if the affected ally has a Range trait.

Protective Blessing (Card 179):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Level 3
Mobilizing Axium (Card 192):
For the bottom action, the movement is optional for each affected ally. When applied to NPCs and summons, the caster can choose whether an NPC will move and the owner of the summons can choose if it will move.

Level 4
Engulfing Radiance (Card 194):
The bottom effect applies to allies only while they are within range 4 to you (like a large aura), not allies that were within that range at the time this action was performed.

General
Attack Modifier Cards - Refresh Item (Cards 144, 145, 146):
Using this card allows you to refresh one consumed or one spent item you have equipped.

Level 1 and X
Sharpening Kit (Card 207):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Proficiency (Card 208):
Note that for the top ability, the item used doesn't have to directly affect the attack. Any items that you can use "during your turn" could also apply, and, if the attack action is also a move action (i.e. it has both an attack ability and a move ability), any items that apply to a move action could also work.

Iron Bulwark (Card 209):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Level 5
Reinforced Steel (Card 223):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Level 6
Quiver of Arrows (Card 226):
[Errata] Top Action: The card should read "All allies gain ADD TARGET when performing ranged attack abilities while adjacent to you." As in, adjacent allies gain ADD TARGET for each attack ability (not each individual attack)

General
Note that unless a card specifically says it only affects summoned allies you own, it can affect any summoned ally, including those of other players.

Level 1 and X
Living Night (Card 235):
Place down two summon tokens of the same color with different numbers to track the two separate summons.

Level 4
Divided Mind (Card 250):
[Errata] Both actions should read "Up to two summoned allies"

Level 5
Conjured Aid (Card 252):
This summon's heal ability will be performed exactly like a monster's heal ability - it will go to the ally within range (or itself) who has suffered the most damage, with a tie being decided by the players.

Level 6
Endless Spikes (Card 253):
Place down three summon tokens of the same color with different numbers to track the three separate summons. These summons have no attack action or a base attack value. They cannot be commanded to attack with an "Attack +X" action, but they can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").

Level 7
Negative Energy (Card 255):
[Errata] Bottom action should read "any <u>one</u> summoned ally".

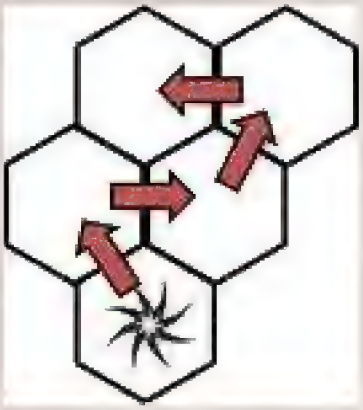
Level 1 and X
Empowering Void (card 263)
The top and bottom action both only refer to the values written in main line abilities, such as "Attack X," and not to any bonus supplied by supplemental text, items, or persistent abilities (however any persistent abilities that grant additional move or attack abilities on your turn are still fair game). Note that the element consumption abilities in both the top and bottom actions are considered separate and can be performed independently.

Wings of Night (card 270)
Wording of Wings of the Night bottom should read "Before your next 4 Attack actions, perform a Move 2 as the first ability of the action"

You must actually attack to have an attack action, but as long as you get in a position to do so, you gain the move, even if you are not in a position to do so before the move. You must be able to provably do the attack after moving - so can't open doors or reveal new/hidden information if doing so may prevent the attack. Items and any other abilities or effects that affect the total movement may be used to reach the attack hex.

Level 1 and X
Spread the Plague (Card 292):
For the top action, you cannot give Poison to an ally who is immune to Poison.

Level 4
Storm of Wings (Card 307):
As with any ranged ability, you can trace the path to your target however you would like. It doesn't have to be in a straight line. For instance, the Plagueherald could hit all of these hexes with this action by tracing the path along the red arrows:



Also note that this is a ranged attack, so any attack against someone adjacent to you has disadvantage.

Level 7
Baneful Hex (Card 314):
If an enemy draws two curse cards on an attack because of advantage or disadvantage, it still only suffers 3 damage since only one of them is activated. Kill credit for the top action goes to the Plagueherald

Level 1 and X
Resolute Stand (Card 319):
Experience for these attacks is evaluated separately, such that any remainder damage from the first attack does not roll over into the second attack.

Growing Rage (Card 320):
For the top action, the number of cards you have lost is equal to the cards in your lost pile plus any lost cards in your active area. If you recover any lost cards, they no longer count toward the total.

For the bottom action, the XP gain is part of the attack, so if you can perform the attack, you get the XP.

Blood Pact (Card 324):
For the top action, if you get damaged during the attack by retaliate, the effect of the retaliate happens immediately after the attack, before your current HP's are calculated.

Unbridled Power (Card 329):
The text on the bottom action means that any time you see the words "maximum hit point value," you would still apply your normal maximum hit point value instead of 26 (unless you are level 9 and they are the same). Also, the Heal 3 ability is performed only when you first play the card. Only the overheal ability is persistent.

Glass Hammer (Card 330):
Since this is not damage it cannot be mitigated in any way. If an item is used to attack multiple targets with the top attack, all targets would receive the full effect of the attack. Experience, however, would be calculated separately, such that any remainder damage from the first attack does not roll over into the second attack.

Numb the Pain (Card 331):
For the bottom action, you cannot chose to take the damage if there is no adjacent enemy. However, you can take the damage if the enemy is adjacent but immune to stun.

Level 2
Reckless Offensive (Card 332):
For the top action, if you suffer no damage, the action does nothing. This attack also costs double to enhance.

Level 5
Final Fight (Card 339):
For the top action, there is no way to mitigate the effect of becoming exhausted. As the name implies, this will be your final action for the scenario.
For the bottom action, the number of cards you have lost is equal to the cards in your lost pile plus any lost cards in your active area. If you recover any lost cards, they no longer count toward the total.

Level 7
Burning Hatred (Card 342):
Note that for R2+, the attack is always melee.

Careless Charge (Card 343):
For the top action, the Push is optional and wound immunity on self or allies does not prevent the effect.

Level 8
Vengeful Barrage (Card 345):
Top Action - The charge is consumed even if the character can't do an attack (no target in range, disarmed, stunned, etc.). Also, the ability may be used multiple times against an enemy with retaliate, consuming a charge each time.

General
In general, **Songs** are persistent bonuses for your allies that last until you choose to discard them, or you play a different song. Remember, however, that you are not an ally of yourself. Whenever you have a song active at the beginning of your turn (i.e. it was played on a previous turn), you gain an experience.

Level 1
Defensive Ditty (Card 349):
The effect of the bottom action only happens once.

Song of Speed (Card 350):
The effect of the song only applies to a single move ability in an action - it doesn't apply twice if a single action has two separate move abilities.

Unending Chant (Card 358):
For the top bonus, the additional curse caused by the bonus does not also trigger the bonus.
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Level 3
Echoing Aria (Card 362):
The bottom effect applies to allies only while they are within range 3 of you (like an aura), not allies within range 3 of you at the time this action was performed.

Level 5
Mobilizing Measure (Card 367):
When granting the Move action with the top of the card, the ally must actually attack to have an attack action, but as long as they get in a position to do so, they gain the move 1, even if they are not in a position to do so before the move 1. The ally must be able to provably do the attack after moving - so they can't open doors or reveal new/hidden information if doing so may prevent the attack. Items and any other abilities or effects that affect the total movement may be used to reach the attack hex.

It is the same for summons. They are granted the additional move action so long as using it would put them in a position to attack. This move is always executed automatically (not controlled by the summoner), and it is a separate action. The summons takes into account the granted movement as well as any other movement abilities and effects they are subject to when determining where to move and who to attack.

Level 1 and X
Felling Swoop (Card 378):
For the bottom action, the move is considered a teleport. Additionally, no hexes between the start and end are interacted with.

Race to the Grave (Card 380):
If the bottom ability kills a monster, kill credit goes to the Doomstalker

Detonation (Card 382):
Kill credit for the bottom action goes to the Doomstalker.

Frightening Curse (Card 383):
For the top bonus, if there are multiple enemies within range, you can choose which one to move the doom to.

Level 2
Expose (Card 391):
If this card is active with night demons in play, the night demons will still consume darkness to attempt to go invisible even though they cannot

Level 5
Inescapable Fate (Card 397):
Note that is doom is special in that it cannot be applied to named enemies or bosses.

Wild Command (Card 398):
The attack in the bottom action is considered ranged since the word "range" is used.

Level 7
Impending End (Card 401):
Top Action. If the monster dies from the base attack (as opposed to the insta-kill), no post-attack effects are applied (per the rules) so no XP is granted.

Crashing Wave (Card 402):
This doom means you and all allies apply the curse effect to all attacks on the enemy (i.e. you curse the enemy), not that you are cursed every time you attack it.

Level 8
Rising Momentum (Card 403):
For the doom, if there are multiple enemies within range, you can choose which one to move the dooms to.

Level 9
Predator and Prey (Card 405):
As an example of this doom, if you were to perform a range 5 attack on the doomed enemy 2 hexes away, you would gain +3 attack. If this were to cause a negative bonus (due to an area effect attack), do not apply it.

Lead to Slaughter (Card 406):
For the top Action, the character picks an ally and the enemy moves towards that ally as if it has a move 3 - melee attack.

General
Cards 410, 430, 433, 437
For the bottom actions of these cards, the light part is what is applied to the ally as a persistent bonus. This card is technically owned by the ally now, and they can recover it through special actions like any other card they own. These cards should be returned to the Sawbones at the end of the scenario.

Attack Modifier Card - Refresh Item (Card 271):
Using this card allows you to refresh one consumed or one spent item you have equipped.

Level 1 and X
Curative Mixture (Card 412):
If the target is poisoned, will this ability heal the target 3 damage and remove the poison or only remove the poison and not heal the target?
The poison gets removed, no other healing happens and if you have any other negative conditions, they get removed too

Syringe (Card 413):
For the top action, this card is put in the Sawbones' discard pile at the end of the round. The Sawbones' ally never technically owns the card.

Prevention is Key (Card 428):
The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

Medical Pack and Large Medical Pack:
These cards have an X (R1) / M (R2+) on them, but they are not cards that are included in the Sawbones' normal hand. Instead, keep the stack of them off to the side and hand them out to other characters when an ability tells you to. When these cards are discarded, or the scenario ends, return them to the Sawbones' supply.

Level 9
Prep for Surgery (Card 445):
Unless the range is otherwise stated, all moves and attacks can become heals with a range of 1 (affect yourself or an adjacent ally).

Level 1 and X
Raw Enhancement (Card 476):
When exactly do you consume the element for upgrading the movement?
The element can be consumed at any time during the movement - so before you start moving, after you move some spaces or after you move all spaces.

Level 3
Chain Lightning (Card 463):
If an Add Target effect is applied to the card, it adds a single attack vs. a different target using the main ability values (which can be boosted if light is consumed).

Level 6
Simulacrum (Card 469):
[Errata] The bottom of the card should read "attack abilities" instead of "attack actions". Only attack abilities can be performed from the summon's position.

For the summon on the bottom, for any attack ability, you can choose to originate it on your hex, or the summon's hex, but not both. So something like "target all enemies within range 4" would target either all enemies within range 4 of you, or all enemies within range 4 of your summon. Keep in mind that you are still the source of the attack, so you would only suffer disadvantage on a ranged attack, or suffer the effects of a non-ranged retaliate, if the attacked enemy was adjacent to you. Also note this summon has no attack action or a base attack value. It cannot be commanded to attack with an "Attack +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").

Level 9
Ethereal Manifestation (Card 474):
The bottom is the only action in the game that does not have a base ability. Consuming elements gives you different abilities you can perform in whatever order you want. For instance, you could consume fire, wind, and ice to move 3 hexes, loot 1, and then perform the attack 3, range 3.

General
You can put the extra card in your active area to keep track of the bear's attack and move values if you want (consider it a lost card that cannot be recovered), but it should be pretty easy to remember after a game or two.

Command actions allow only the bear to perform the abilities on them - not the Beast Tyrant or any other summon.

Note that unless a card specifically says it only affects summoned allies you own, it can affect any summoned ally, including those of other players.

Can you voluntarily remove the bear from the board?
No. However, it is still considered a summoned figure.

Can the bear open doors with a Command action?
No.

How does the bear running out of hit points interact with the permanent death variant?
Like any other summon, the bear will always be available to summon again in the next scenario. Permanent death would only apply if the Beast Tyrant himself ran out of hit points.

Level 1
Maul (Card 484):
The shield for the bottom ability is NOT an aura. The target of the shield must be chosen at the end of the Move. The shield remains with that ally for the remainder of the round even if they move away.

Level 5
Stone Sigil (Card 497):
This summon has no attack action or a base attack value. It has no move action or base move value. It cannot be commanded to attack or move with an "Attack +X" or "Move +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession") or to move with a "Move X" action. It can also be pushed or pulled as normal.

Level 7
Storm Sigil (Card 500):
This summon has no move action or base move value. It cannot be commanded to move with a "Move +X" action, but it can be commanded to move with a "Move X" action. It can also be pushed or pulled as normal.

Level 9
Tribal Sigil (Card 505):
This summon has no attack action or a base attack value. It has no move action or base move value. It cannot be commanded to attack or move with an "Attack +X" or "Move +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession") or to move with a "Move X" action. It can also be pushed or pulled as normal.

Item 001
Boots of Striding - Only add to the numerical value of an existing single movement ability. They do not give you a free movement action.

Item 002
Winged Shoes - May be used for only a single movement ability, not for multiple movement abilities of an action (ex: Action with Move, Attack, Move).

Item 003
Hide Armor - Only grants the shield for the attack, not until the end of the round.

Item 004
Leather Armor - Must be used before the enemy draws an attack modifier card.

Item 013
Minor Stamina Potion - A future expansion will change this item so that you only recover one discarded card. Players may optionally play with the card that way in the base game if they feel they wish to nerf it. Note that the nerf has been included in some non-english versions of the core game.

Item 023
Chainmail - only grants the shield for the attack, not until the end of the round.

Item 034
Major Stamina Potion - A future expansion will change this item so that you only recover two discarded cards. Players may optionally play with the card that way in the base game if they feel they wish to nerf it. Note that the nerf has been included in some non-english versions of the core game.

Items 035, 115, 123, 132
Falcon Figurine, Mountain Hammer, Ring of Skulls, Power Core - The card is treated like a persistent bonus, going in the active area until the summon is killed or the card is removed (removing the summon and consuming the item). If the card is refreshed and there is an active summon from the card, the active summon disappears.

Item 045
Pendant of Dark Pacts - The perk that ignores item effects does not prevent you from being cursed.

Item 102
Sacrificial Robes - Damage is suffered before the attacks are resolved so if you drop to 0 HP, you can't perform the attacks

Item 105
Flea-Bitten Shawl - The item does not actually change a character's initiative so it doesn't affect their summons' initiative. It only changes how monster's treat the character during fucus evaluation.

Item 107
Horned Helm - This bonus must be used on the turn it is gained. It cannot be saved. If you perform multiple move abilities, you may use the item as long as you have moved a total of at least 4 hexes. The item can only be used once during your turn even if you move 4 hexes multiple times during your turn.

Item 131
Heart of the Betrayer - This item cannot be used if there is no other enemy in range to be attacked.

Item 136
Volatile Elixir - Damage is suffered as a single source of damage after all attacks of the action are resolved

Thanks

Massive thanks to *Alex Florin* for compiling and keeping this monstrous thing updated over the years!